

STRATEGY HINTS

To knock birds out of their caves, come at them from above. Be sure to remain above the bird at all times. Remember: flap your wings after you hit one.

When you get your lance and begin killing birds, be sure that the lance hits the bird...not your head. Since the birds circle counter clockwise, you can intercept them as they move right. In later rounds watch out for the occasional bird that dives at you.

Getting through the tunnel is a matter of timing. Except for bats, you can't kill anything. To get past the spiders and bats, pull back on the joystick to slow down, push forward to speed up.

Time your flapping carefully to get past the spears. Run along the tunnel until a spear appears on the screen, flap over it, then run again.

In the dragons cave, stay somewhat below the top of the screen to fight the bats, while flying from left to right. Then, when a bat comes down, go to the top and hit it with your lance. Going to the top of the screen cuts down the bat's freedom of movement, and makes it easier to hit.

The dragon backs off if you hit from the front. Combine this with the 'wraparound' feature, to kill the dragon fairly easily, at least the first time.

GENERAL: You can fly off one side of the screen and appear on the other. The dragon and its servants can not. This is the key to winning, especially in later rounds.

Commodore 64

"Commodore offers a full range of peripherals to increase the capabilities of your Commodore 64 and tailor your system to any need or budget."

Commodore New color monitor with a 14" **Color Monitor:** screen and outstanding resolution. The monitor has a special Commodore computer circuit with video recorder compatibility.

Commodore Fast, high capacity storage and **Single** retrieval of data on standard 5¼" **Disk Drive:** floppy diskettes. Stores up to 170K on each diskette. Read/write compatibility with Commodore PET/CBMTM computer systems.

Commodore Print any screen information on **Graphic** plain paper, letters, business data, **Printer:** graphic displays, basic programs and much more!

Commodore Communicate with the vast know- **Modem:** ledge available through outside data sources through your telephone and the low priced modem. [Stock market information, news & sports services & more.]

Commodore Store your own computer pro- **DatassetteTM:** grams on standard audio cassette tapes or use our low priced pre-recorded tape programs.

© Copyright 1981 by Commodore Business Machines, Inc. All rights reserved. No part of the programs or manual included in this work may be duplicated, copied, transmitted or reproduced in any form or by any means without the prior written permission of Commodore.

This cartridge may only be used with the Commodore 64 system.

DRAGONS DEN

STARTING THE GAME

1. Turn off your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening furthest to the right, when the keyboard is facing you.
3. Turn on the Commodore 64. The opening DRAGONSDEN title page should appear. If the screen remains blank after 5 seconds, turn the computer off and remove the cartridge. Carefully re-insert the cartridge and try again.
4. DRAGONSDEN is now in demo mode. To start the game, press the fire button. Dragonsden can be played by one or two players. Use two joysticks for two players.

GAME DESCRIPTION

You're a brave knight, selected to defeat the dragon which has been destroying the local countryside. Mounted on your faithful pegasus, you must get past the guardians placed in your way, reach the center of the caverns, and defeat the dragon in combat.

All entrances to the cave are blocked by birds. Knock each bird out of its cave, as it turns red by kicking it with the foot of your knight. Try to stay above the bird when you kick it, or you'll be destroyed.

After you free the last bird, a lance appears in your hand. Use the lance to kill the birds in the allotted time (time display at top of screen). Kill all the birds and you can enter the caves of the dragon, plus you get the remaining time as a bonus.

Now travel through the tunnel to the dragon's lair. Along the way you face monsters and traps blocking your way. Be careful...only bats can be killed. You must use our agility to avoid the others. Again you have a limited amount of time to get through the tunnel. When you pass the spiders, bats, and spears, and hit the Golden Door all time left on the clock is given as a TIME BONUS.

When you enter the dragon cave you see the dragon inside its egg. Now you face deadly bats, red and green. Both varieties can kill you. Every time you kill a red bat, a layer of the egg turns red. When the egg is completely red, it explodes, releasing the dragon.

To kill the dragon, hit it with your lance four times. The dragon changes color each time you hit. On the fourth hit, the dragon is destroyed, you get a TIME BONUS and go to the next round.

As you get better at the game and advance the dragon's den gets harder to complete.

You start with 3 knights. If one of your knights is killed, you get a new one at that same point in the game.

Bonus knights are awarded at 10000 points, 50000 points, and at 100000 points.

As you play through the rounds, the mountain screen shows the passage of time.

When playing a two player game, players take turns. The screen displays which player is up before each round. Players change when a knight is lost.

CONTROLS

DRAGONSDEN is designed to be used with JOYSTICKS. For one player, use CONTROL PORT #1. For two players, use both CONTROL PORT #1 and #2.

MOVEMENT

Push the joystick in the direction you want to fly (left or right). You can speed up or slow down by lightly pushing the joystick in the other direction. Your pegasus slows, then turns.

Push the fire button to flap your wings. Experiment to get the feel you need to maintain a steady altitude. For a strong flap, push up on the joystick as you fly. For a weaker flap, push down.

When you fly off one side of the screen you appear on the other.

SPECIAL KEYS & FUNCTIONS

During DEMO mode, you can select a one or two player game by pushing right on the player one joystick. The top right score alternates between HIGH and PL2 to show which you select.

Pushing up on the player one joystick sets the initial level of the game, level 0 to level 3 (level 0 is standard). This is indicated by the number of asterisks displayed in the lower right corner of the screen.

Pushing down sets the flap strength (N = normal, S = strong, W = weak). Your flap power is shown by the appropriate letter next to the score.

During play, the RUN/STOP key is the PAUSE button. Press the RUN/STOP key (except when you are unhorsed) to 'freeze' the game. Any movement of the joystick, or the space bar resumes play.

The RESTORE key is an instant game reset. Hit this key to see the DRAGONSDEN title page. High scores are not reset.

If all of your knights are destroyed during the FIRST ROUND ONLY, and you are playing a ONE PLAYER GAME, you have the option to keep playing. Press the fire button within 10 seconds to continue. Your score resets to 0, but you get 3 more knights.

If your score is one of the three high scores during the current play time, enter your initials for display during demo mode on the high score page. A questionmark appears where you enter your initials. Move the joystick left or right until you reach your initials. Hit the fire button to enter each initial.

SCORE VALUES

Bird freed	70 points each
Bird killed	70 points each
Bat killed	70 points each
Getting past the spiders	200 points
Dragon released	1000 points
1st, 2nd, & 3rd hits on the dragon	500 points each
4th hit on the dragon (kills it)	1000 points
TIME BONUS	VARIABLE